

a main memory as said memory means for storing coded image data for one video segment;

said block storing means, provided between said main memory and said decoding means so as to be capable of storing code strings for one block, for storing code strings for concatenated two blocks; and

wherein said decoding means comprises:

a barrel shifter for bit-shifting data for one block, which are outputted from said block storing means and which have been a lump of coded data before being depacking, on the basis of a code length, which is returned from said variable-length code table, and on the basis of bit information from a code address storing circuit, to supply the bit-shifted data to said variable-length code table.

said block storing means, provided between said unpacking means and said decoding means, for storing said code strings for concatenated two blocks; and

code string concatenating means for suitably combining required portions of sequentially supplied code strings to concatenate code strings for one block when code strings supplied from said memory means are not code strings for one block, said code string concatenating means comprising a central processing unit.

6. A coded data decoding system as set forth in claim 4, wherein said decoding means further comprises:

a flag memory for storing, every area, a flag indicative of the fact that decoding of an area is completed at an EOB; and

a code address storing circuit for storing what number of bit of what number of byte the decoding of codes in an area ends.

7. A coded image data decoding system as set forth in claim 1, which comprises:

a main memory for storing coded image data for one video segment;

decoding means for decoding said coded image data supplied from said main memory;

depacking means comprising a register for reading coded image data for one block out of said main memory, and a CPU for controlling a depacking process so as to concatenate data for one block, which are read out of said main memory, to data for one block, which have been a lump of coded data before depacking said data for one block read by said register; and

a data bus for mediating the transmission of coded data between said main memory and said register,

wherein said decoding circuit comprises:

a variable-length code table for storing a variable-length code for decoding said code strings for one block outputted from said register; and

a barrel shifter for bit-shifting data strings for one block, which are outputted from said register and which are a lump of code strings before being depacking, on the basis of a code length, which is returned from said variable-length code table, and on the basis of bit information from a code address storing circuit, to supply the bit-shifted data to said variable-length code table.

8. A coded data decoding system as set forth in claim 7,

a flag memory for storing, every area, a flag indicative of the fact that decoding of an area is completed at an EOB; and

9. A coded image data decoding system as set forth in claim 1, which comprises:

decoding means for decoding said coded image data  
supplied from said main memory;

a data bus for mediating the transmission of coded data between said main memory and said unpacking means,

a variable-length code table for storing a variable-length code for decoding said code strings for one block outputted from said register; and

a barrel shifter for bit-shifting data strings for one block, which are outputted from said register and which are a lump of code strings before being depacking, on the basis of a code length, which is returned from said variable-length

10. A coded data decoding system as set forth in claim 9, wherein said decoding means further comprises:

a code address storing circuit for storing what number of bit of what number of byte the decoding of codes in an area ends.

12. A coded image data decoding system as set forth in claim 11, wherein the access of said 112-bit buffer register to a main memory serving as said memory means is only to read code data of 112 bits once to supply data of 16 bits.

storing code strings for at least one video segment in image data packed by an image compressing/decompressing format wherein the sum of the length of components other than variable-length code components in one block and the length of an end code is not shorter than a bit length obtained by subtracting 1 bit from the number of bits of the maximum length of variable-length code words;

determining whether the fetched code strings for one block are arranged as a lump of block before unpacking;

decoding the code strings for the block when the

determined block is the lump of block before depacking;

sequentially taking said code strings in blocks for the one video segment to concatenate code strings for the lump of block before depacking when the fetched code strings for one block are not arranged as the lump of block before depacking; and

decoding the concatenated code strings for one block.

14. A coded image data decoding method as set forth in claim 13, wherein said step of concatenating code strings inputs code strings so as to be capable of inputting two blocks, and decodes image data for additional one block to sequentially concatenate the code strings while storing image data for one block.

15. A coded image data decoding method as set forth in claim 13, wherein the contents of a block, in which a block end code indicative of the end of the block has not been detected, are temporarily rewritten in a memory.

16. A coded image data decoding method as set forth in claim 13, wherein said code strings for one video segment are read by a main memory to be processed, and said code strings for one block are processed by a 112-bit buffer register, the frequency of accesses between the main memory and the buffer register being low.

17. A coded image data decoding program comprising:

a procedure for storing code strings for at least one video segment in image data packed by an image compressing/decompressing format wherein the sum of the length of components other than variable-length code components in one block and the length of an end code is not shorter than a bit length obtained by subtracting 1 bit from the number of bits of the maximum length of variable-length code words;

a procedure for fetching said code strings for at least

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    a procedure for determining whether the fetched code
strings for one block are arranged as a lump of block before
unpacking;

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a procedure for sequentially taking the code strings in blocks for the one video segment to concatenate the code strings for the lump of block before depacking when the fetched code strings for one block are not arranged as the lump of block before depacking; and

18. A coded image data decoding program as set forth in claim 17, wherein said procedure for concatenating code strings inputs code strings so as to be capable of inputting two blocks, and decodes image data for additional one block to sequentially concatenate the code strings while storing image data for one block.

20. A coded image data decoding program as set forth in claim 19, wherein said code strings for one video segment are read by a main memory to be processed, and said code strings for one block are processed by a 112-bit buffer register, the frequency of accesses between the main memory and the buffer register being low.